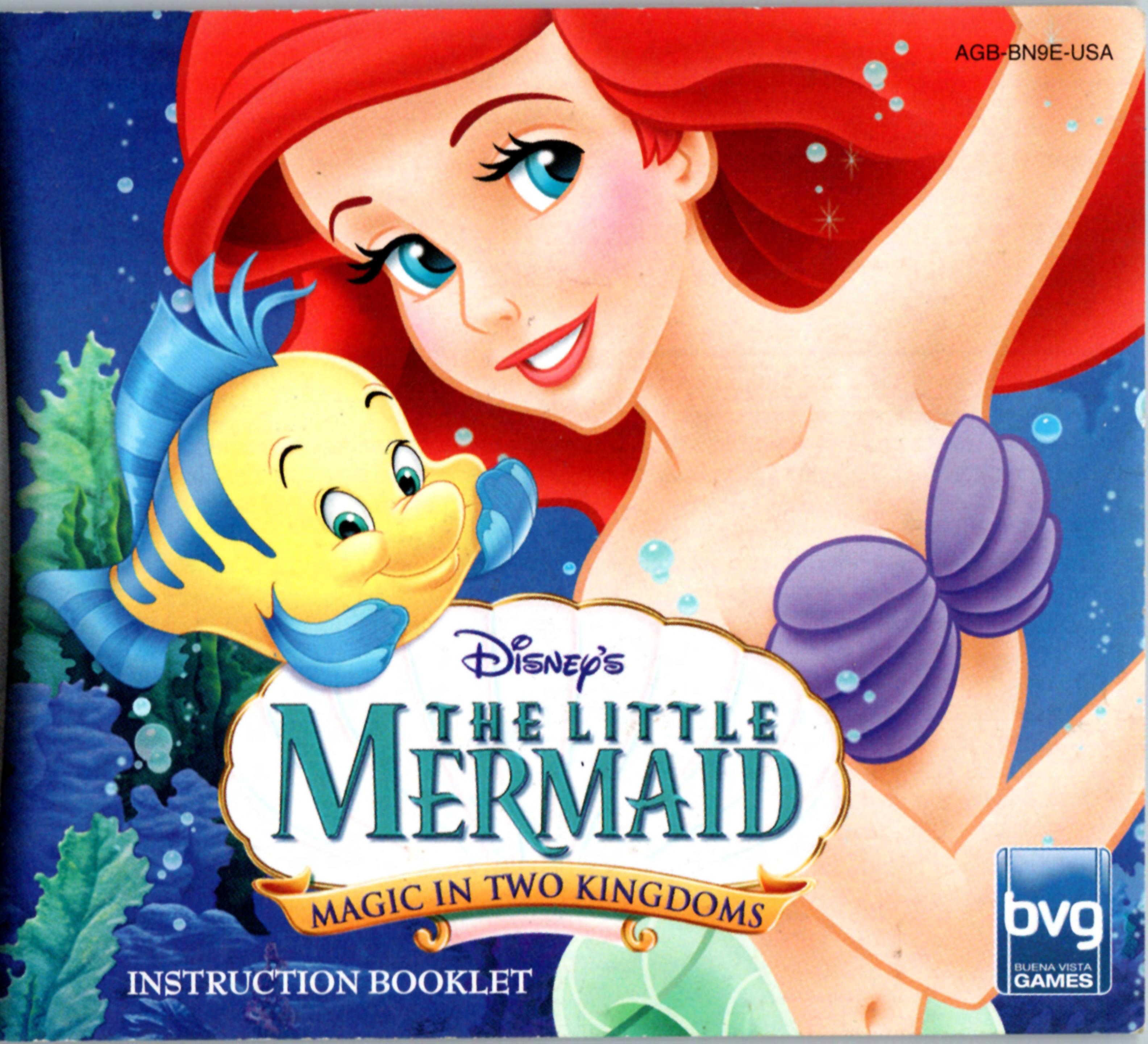


AGB-BN9E-USA

GAME BOY ADVANCE®



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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*Rev-D (L)*



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Disney's

# THE LITTLE MERMAID

MAGIC IN TWO KINGDOMS



To hear Sebastian sing it, life under the sea is much better than life on dry land. But is it really? One curious little mermaid named Ariel would certainly like to know. After Ariel rescues a sailor-prince named Eric, she decides there is only one way to find out for sure. She trades her melodious voice with a sea witch for a set of lungs and a pair of legs, and with her friends at her side to lend a fin (or sometimes a claw!), she swims all the way up to dry land to see it for herself. But will she find what she's looking for?

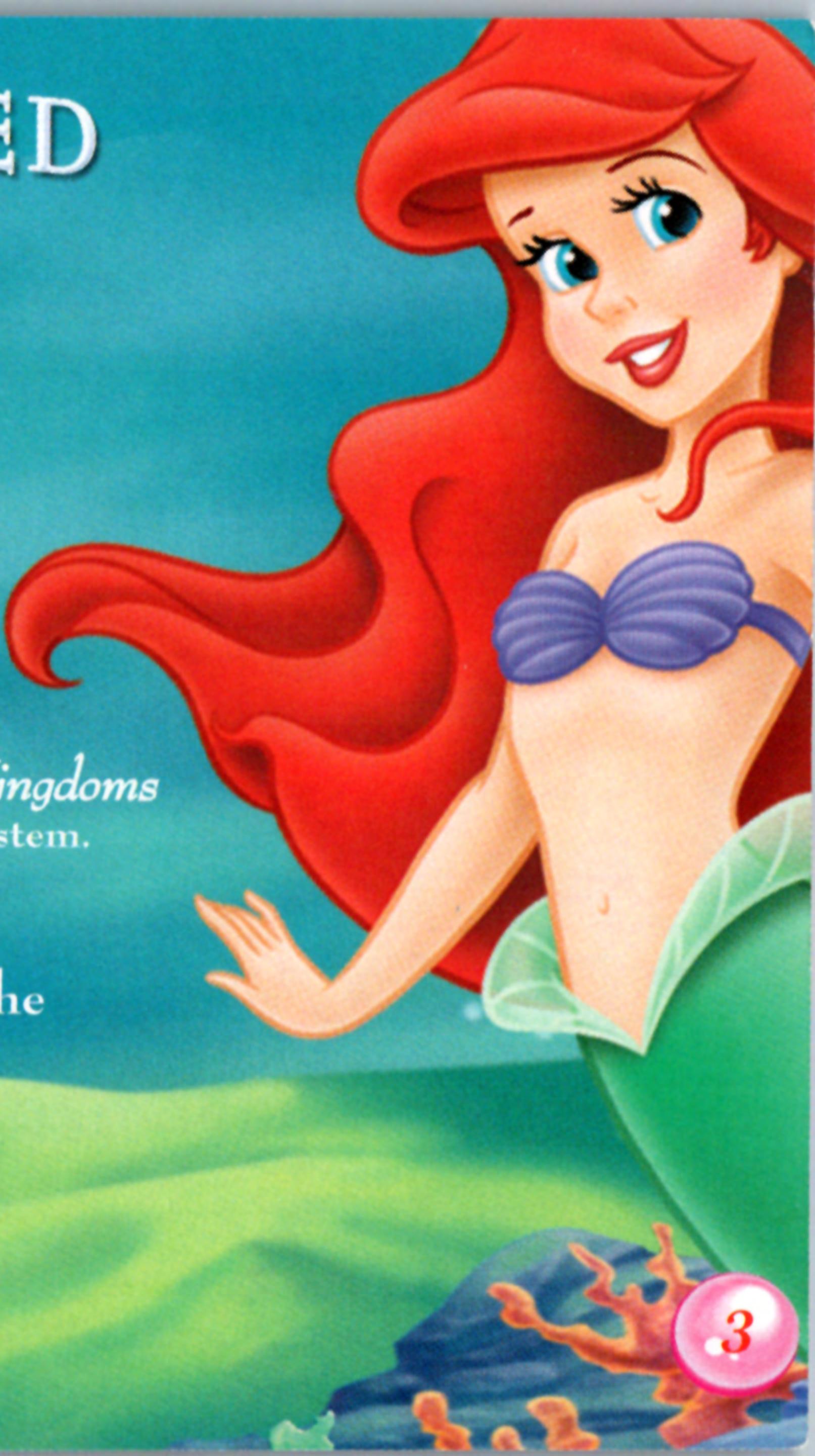
# GETTING STARTED

1. Make sure the POWER switch is OFF.
2. Insert *Disney's The Little Mermaid: Magic in Two Kingdoms* Game Pak in the Game Boy® Advance slot.
3. Turn the POWER switch ON.

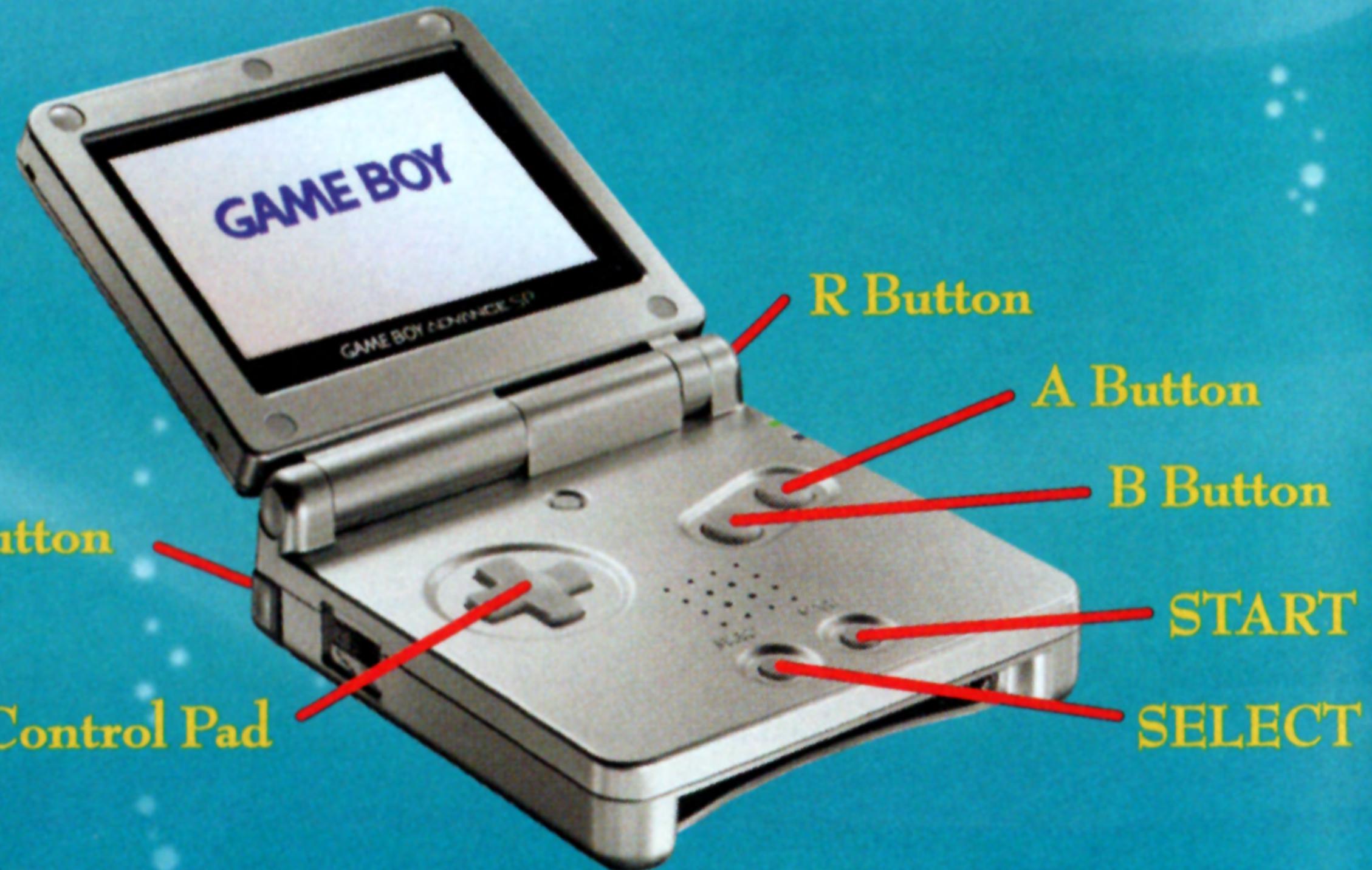
NOTE: *Disney's The Little Mermaid: Magic in Two Kingdoms* Game Pak is designed for the Game Boy Advance system.

## Title Screen

Select your preferred language and press the **A Button** to proceed to the Main Menu.



# CONTROLS



## Menu Controls

**+Control Pad Left / Right** – Highlight Menu Options  
**A Button** – Select

## Game Controls

Use the **+Control Pad** and the **A Button** and the **B Button** to control Ariel and some of her friends. Read on for more details.

# THE MAIN MENU

Use the **+Control Pad Up / Down** to highlight New Game, Continue, Mini Games or Options and press the **A Button** to select.

## NEW GAME

Choose this to begin a brand new adventure.

## CONTINUE

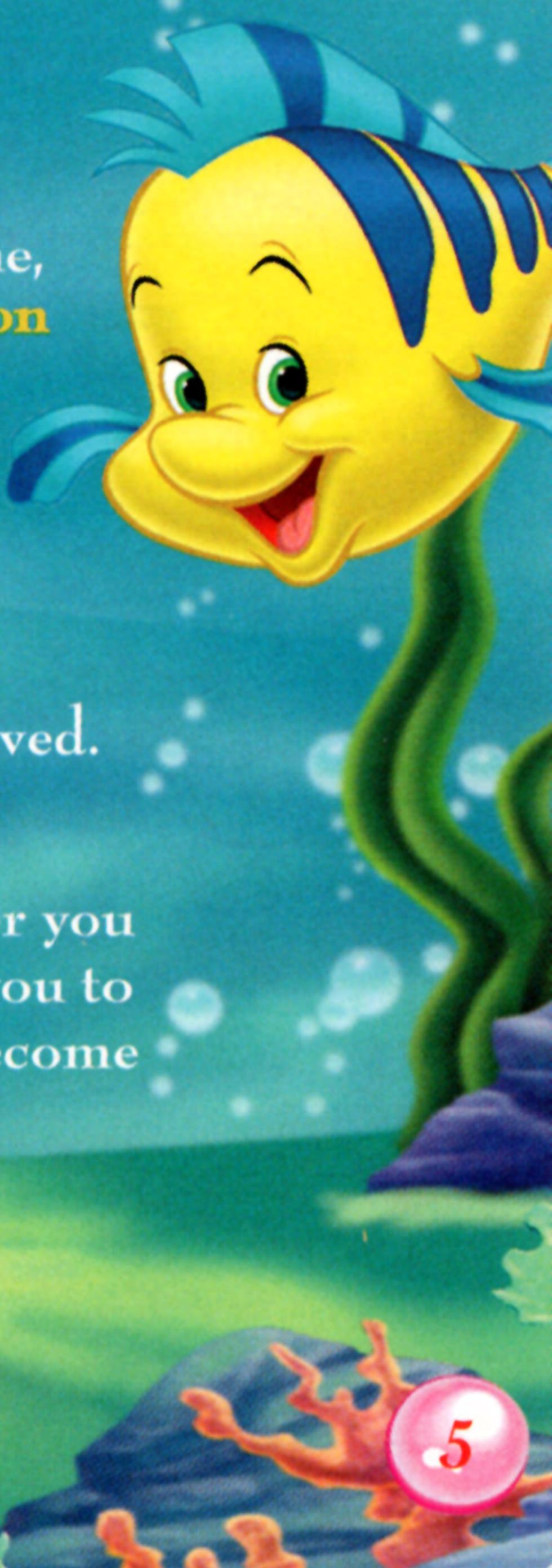
Select this to begin where you left off the last time you saved.

## MINI GAMES

Here you can play your favorite parts over and over! After you help Ariel beat a mini game, it will be available here for you to play whenever you want. A Mini Game's selection will become available once a mini game is unlocked.

## OPTIONS

Open this to change the game's **LANGUAGE** setting, or select **CREDITS** to find out who made *Disney's The Little Mermaid: Magic in Two Kingdoms!*



A close-up illustration of Ariel and Prince Eric. Ariel, on the left, has her signature red hair and blue eyes, wearing a white bikini top and blue seashell bottoms. Prince Eric, on the right, is shown from the chest up, wearing a white shirt with a yellow sash and a gold chain. The background is a teal color with small white stars.

# ARIEL AND HER FRIENDS

*Ariel*

*Prince Eric*



*Flounder*

*Sebastian*

# THE LITTLE MERMAID'S MANY



Ariel and her friends need your help to overcome many challenges under the sea and on dry land. You'll find lost treasure, chase slippery eels, dodge chunky chefs, and save the undersea kingdom from a sea witch and her slimy tentacles. But will she find what she's looking for?

## *Searching for Treasure*

Where is Ariel? Out with Flounder hunting for treasure, of course! Ariel can't fit into the small places, so Flounder has to get the treasure himself. Don't take too long or a shark might come to spoil the fun!

## A PUZZLING SHELL GAME

One treasure is very difficult to reach because it is locked in a box. Help Ariel open the box by moving the shell from tile to tile to see what's underneath. If you find all the Shell Tiles, you will unlock the box and collect the treasure. But if you find a Shark Tile, you will have to start all over again!

# ADVENTURES

## ARIEL'S CONTROLS

Guide Ariel through an undersea shipwreck.  
Watch out for spiky sea urchins!

+Control Pad Left / Right

Swim Left or Right

+Control Pad Up / Down

Swim Up or Down

## FLOUNDER'S CONTROLS

Flounder can make bubbles with a back flip. Create bubbles around pieces of treasure to float them out of the room. Flounder can also charge into things to move them. If he charges into a bubble, he'll make it pop.

+Control Pad Left / Right

Swim Left or Right

+Control Pad Up / Down

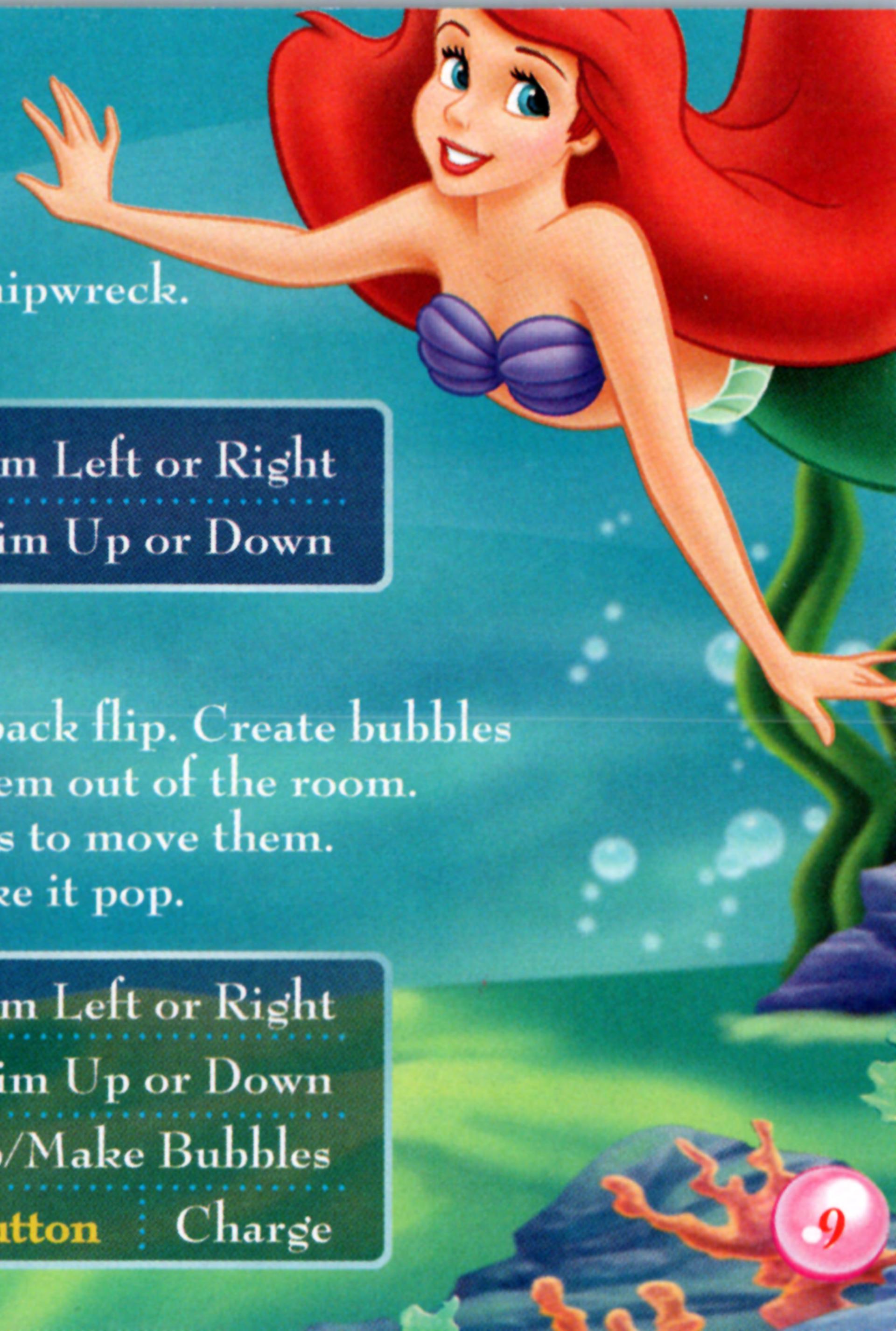
Swim Up or Down

A Button

Back Flip/Make Bubbles

+Control Pad Left / Right and B Button

Charge



## Rescue the Sailor!

There's been a shipwreck and a sailor has fallen into the sea! Help Ariel swim to the surface and rescue him.

### ARIEL'S CONTROLS

Try to avoid sinking debris such as nets, but do try to catch sinking treasures such as books, oars, wheels, urns, sextants, winches, and lanterns and drop them into bubbles.

+Control Pad Left / Right

Swim Left or Right

+Control Pad Up / Down

Swim Up or Down

+Control Pad Up and A Button

Swim Fast

Tap B Button

Escape from Net

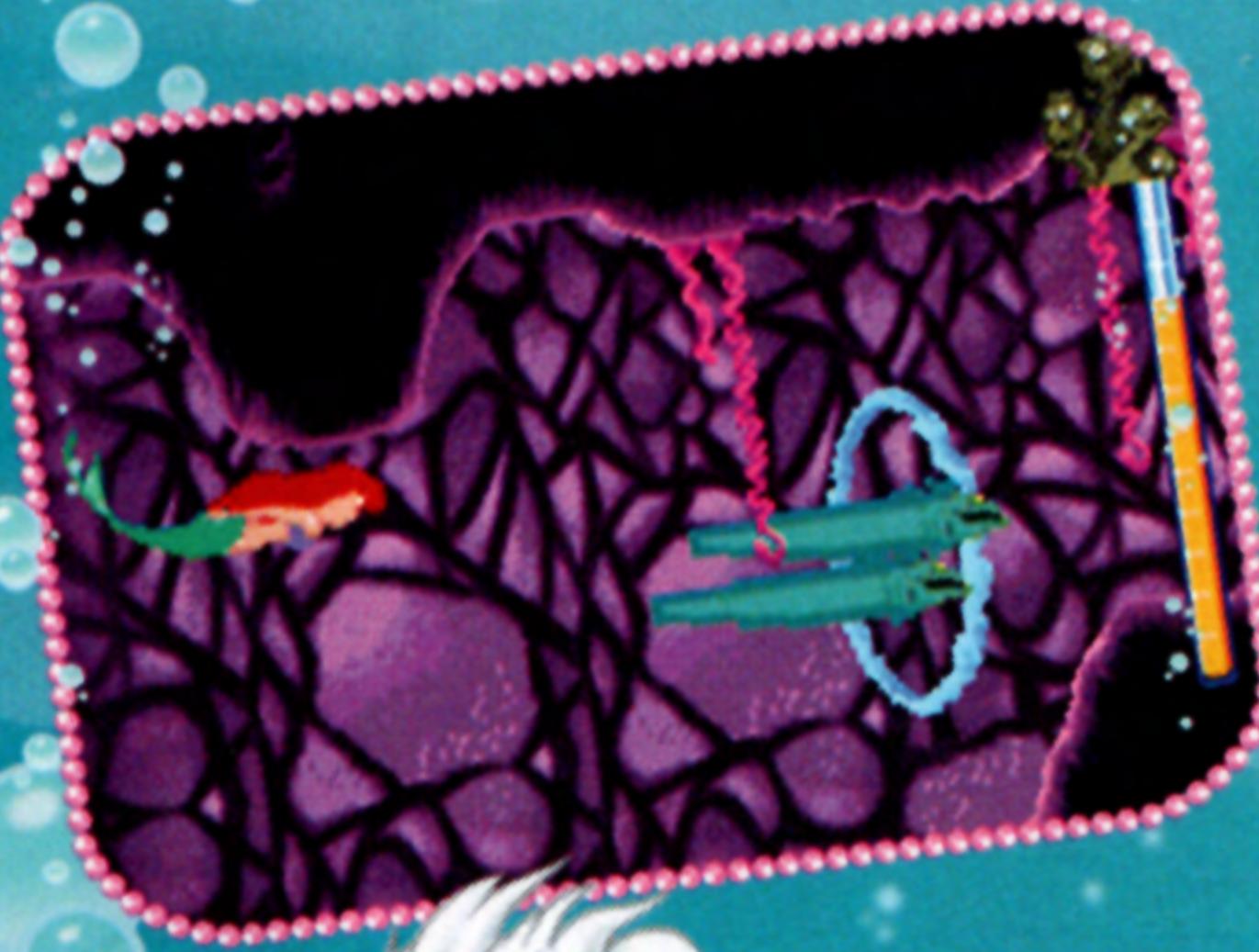
## *Under the Sea*

How can Sebastian convince Ariel that life under the sea is better than life on dry land? With a song, of course!

### CONTROLS

Follow the musical notes on screen and press the **+Control Pad** and the corresponding buttons as the bubbles rise up from the sea floor. Be sure to hit the buttons before the bubbles pop! If you miss too many notes, you'll have to start all over again.





## *Chasing Flotsam and Jetsam*

How will Ariel ever swim up to land to be with Eric now? Flotsam and Jetsam say they know someone who knows a way. Try to keep up! Is Ariel making a mistake by trusting such slippery eels?

### ARIEL'S CONTROLS

Swim through a ring for a speed burst and keep those eels in sight.

+Control Pad Up / Down

: Swim Up or Down

# *Escape the Chef*

The chef has planned a feast to celebrate Ariel's arrival on land. Crab is on the menu and – OH NO! – that crab's name is Sebastian. Help Sebastian and the other trapped crabs escape the chef before they become the main course.

## **SEBASTIAN'S CONTROLS**

Hide under lettuce leaves when the chef gets too close.

**+Control Pad Left / Right**

Walk Left or Right

**A Button**

Jump. Press it twice for a double jump!

**B Button**

Pincher Snip (to free trapped crabs!)





## Kiss the Girl

Sometimes young love needs a little push in the right direction. Ariel's friends decide to help by setting the right mood.

### CONTROLS

Try to keep the light centered on Eric and Ariel as they float through the lagoon. When you have kept them in the circle for enough time to raise the heart meter, add a little more romance.

+Control Pad Left, Right, Up, Down

A Button

Move Light

Add Romance

## *Break the Spell*

Ursula the sea witch has disguised herself as Vanessa and cast a charm on poor Prince Eric. There is a wedding planned for sundown, and Ariel has only until the sun sets to stop it. Ariel and her friends must break the spell as Vanessa walks across the wedding barge on her way to the wedding ceremony. Hurry!



## **CONTROLS**

Watch for button symbols and press the right buttons on your GBA as they appear. Hit the buttons correctly several times to fill up Vanessa's halo and distract her from her walk. Every time you distract Vanessa, you will get a chance to break part of the spell. If you miss, the halo will empty, the charm will remain in effect, and Vanessa will keep walking to the wedding. And if you wait too long, the charm will regenerate, so don't waste time!



## Battle with Ursula

Ursula thinks she has won, but Eric has something to say about that. He has taken control of a ship, and with it, he intends to put the sea witch back in her place.

### CONTROLS

Defend the ship from Ursula's slimy tentacles by throwing nets to trap them.

+Control Pad Left, Right, Up, Down  
A Button

Aim  
Throw

# PAUSING THE GAME

If you need a break, or want to save or quit, press **START** to open the Pause Menu.

## *Pause Menu Choices*

### **CONTINUE**

Select this to close the Pause Menu and return to the game. You can also press **START** to return to the game at any time.

### **SAVE**

Select this to save your current progress. Be careful! If you have a previously saved game, selecting this will replace all that old save game data.

### **QUIT**

Select this to Quit.



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